

Practical List For Java

Visual information retrieval (VIR) is an active and vibrant research area, which attempts at providing means for organizing, indexing, annotating, and retrieving visual information (images and videos) from large, unstructured repositories. The goal of VIR is to retrieve matches ranked by their relevance to a given query, which is often expressed as an example image and/or a series of keywords. During its early years (1995-2000), the research efforts were dominated by content-based approaches contributed primarily by the image and video processing community. During the past decade, it was widely recognized that the challenges imposed by the lack of coincidence between an image's visual contents and its semantic interpretation, also known as semantic gap, required a clever use of textual metadata (in addition to information extracted from the image's pixel contents) to make image and video retrieval solutions efficient and effective. The need to bridge (or at least narrow) the semantic gap has been one of the driving forces behind current VIR research. Additionally, other related research problems and market opportunities have started to emerge, offering a broad range of exciting problems for computer scientists and engineers to work on. In this introductory book, we focus on a subset of VIR problems where the media consists of images, and the indexing and retrieval methods are based on the pixel contents of those images -- an approach known as content-based image retrieval (CBIR). We present an implementation-oriented overview of CBIR concepts, techniques, algorithms, and figures of merit. Most chapters are supported by examples written in Java, using Lucene (an open-source Java-based indexing and search implementation) and LIRE (Lucene Image REtrieval), an open-source Java-based library for CBIR.

Java For Artists: The Art, Philosophy, and Science of Object-Oriented Programming is a Java programming language text/tradebook that targets beginner and intermediate Java programmers.

Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! Effective Java™, Second Edition, brings together seventy-eight indispensable programmer's rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several "items" presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: java.lang, java.util, and, to a lesser extent, java.util.concurrent and java.io Simply put, Effective Java™, Second Edition, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs.

Become an advanced practitioner with this progressive set of master classes on application-oriented machine learning About This Book Comprehensive coverage of key topics in machine learning with an emphasis on both the theoretical and practical aspects More than 15

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open source Java tools in a wide range of techniques, with code and practical usage. More than 10 real-world case studies in machine learning highlighting techniques ranging from data ingestion up to analyzing the results of experiments, all preparing the user for the practical, real-world use of tools and data analysis. Who This Book Is For This book will appeal to anyone with a serious interest in topics in Data Science or those already working in related areas: ideally, intermediate-level data analysts and data scientists with experience in Java. Preferably, you will have experience with the fundamentals of machine learning and now have a desire to explore the area further, are up to grappling with the mathematical complexities of its algorithms, and you wish to learn the complete ins and outs of practical machine learning. What You Will Learn Master key Java machine learning libraries, and what kind of problem each can solve, with theory and practical guidance. Explore powerful techniques in each major category of machine learning such as classification, clustering, anomaly detection, graph modeling, and text mining. Apply machine learning to real-world data with methodologies, processes, applications, and analysis. Techniques and experiments developed around the latest specializations in machine learning, such as deep learning, stream data mining, and active and semi-supervised learning. Build high-performing, real-time, adaptive predictive models for batch- and stream-based big data learning using the latest tools and methodologies. Get a deeper understanding of technologies leading towards a more powerful AI applicable in various domains such as Security, Financial Crime, Internet of Things, social networking, and so on. In Detail Java is one of the main languages used by practicing data scientists; much of the Hadoop ecosystem is Java-based, and it is certainly the language that most production systems in Data Science are written in. If you know Java, Mastering Machine Learning with Java is your next step on the path to becoming an advanced practitioner in Data Science. This book aims to introduce you to an array of advanced techniques in machine learning, including classification, clustering, anomaly detection, stream learning, active learning, semi-supervised learning, probabilistic graph modeling, text mining, deep learning, and big data batch and stream machine learning. Accompanying each chapter are illustrative examples and real-world case studies that show how to apply the newly learned techniques using sound methodologies and the best Java-based tools available today. On completing this book, you will have an understanding of the tools and techniques for building powerful machine learning models to solve data science problems in just about any domain. Style and approach A practical guide to help you explore machine learning—and an array of Java-based tools and frameworks—with the help of practical examples and real-world use cases.

* Treats LISP as a language for commercial applications, not a language for academic AI concerns. This could be considered to be a secondary text for the Lisp course that most schools teach . This would appeal to students who sat through a LISP course in college without quite getting it – so a "nostalgia" approach, as in "wow-lisp can be practical..." * Discusses the Lisp programming model and environment. Contains an introduction to the language and gives a thorough overview of all of Common Lisp's main features. * Designed for experienced programmers no matter what languages they may be coming from and written for a modern audience—programmers who are familiar with languages like Java, Python, and Perl. * Includes several examples of working code that actually does something useful like Web programming and database access.

Master the fundamentals of Scala and understand its emphasis on functional programming that sets it apart from Java. This book will help you translate what you already know in Java to Scala to start your functional programming journey. Learn Scala is split into four parts: a tour of Scala, a comparison between Java and Scala, Scala-specific features and functional programming idioms, and finally a discussion about adopting Scala in existing Java teams and legacy projects. After reading and using this tutorial, you'll come away with the skills in Scala to kick-start your productivity with this growing popular language. What You'll Learn Tour Scala and learn the basic syntax, constructs, and how

to use the REPL Translate Java syntax that you already know into Scala Learn what Scala offers over and above Java Become familiar with functional programming concepts and idioms Gain tips and advice useful when transitioning existing Java projects to Scala Who This Book Is For Java developers looking to transition to Scala. No prior experience necessary in Scala.

Software Development in Java is a comprehensive introduction to all aspects of software development. The authors discuss software engineering processes such as problem specification, modularization, aesthetic programming, stepwise re-refinement, testing, verification, and documentation. Besides these topics, software developers also need to understand performance analysis and measurement methods and make choices between data structures and algorithms. Software Development in Java also covers these topics. The authors use Java to teach software development and for the many examples. Software Development in Java is appropriate for use as a textbook for courses on good software development, introduction to computer science, and advanced programming. It is also a valuable reference book for the experienced programmer. Software Development in Java is a must for software developers.

Fully updated for the Java 2 Platform, Standard Edition version 5.0, the third edition of this praised book is a one-stop resource for serious Java developers. This book shows you the parts of Java Swing API that you will use daily to create graphical user interfaces (GUI). You will also learn about the Model-View-Controller architecture that lies behind all Swing components, and about customizing components for specific environments. Author John Zukowski also provides custom editors and renderers for use with tables, trees, and list components. You'll encounter an overview of Swing architecture, and learn about core Swing components, toggleable components, event handling with the Swing Component Set, Swing menus and toolbars, borders, pop-ups, choosers, and more.

PAAMS, the International Conference on Practical Applications of Agents and Multi-Agent Systems is an evolution of the International Workshop on Practical Applications of Agents and Multi-Agent Systems. PAAMS is an international yearly tribune to present, to discuss, and to disseminate the latest developments and the most important outcomes related to real-world applications. It provides a unique opportunity to bring multi-disciplinary experts, academics and practitioners together to exchange their experience in the development of Agents and Multi-Agent Systems. This volume presents the papers that have been accepted for the 2011 in the workshops: Workshop on Agents for Ambient Assisted Living, Workshop on Agent-Based Solutions for Manufacturing and Supply Chain, Workshop on Agents and Multi-agent systems for Enterprise Integration.

A Concise and Practical Introduction to Programming Algorithms in Java has two main goals. The first is for novice programmers to learn progressively the basic concepts underlying most imperative programming languages using Java. The second goal is to introduce new programmers to the very basic principles of thinking the algorithmic way and turning the algorithms into programs using the programming concepts of Java. The book is divided into two parts and includes: The fundamental notions of variables, expressions and assignments with type checking - Conditional and loop

statements - Explanation of the concepts of functions with pass-by-value arguments and recursion - Fundamental sequential and bisection search techniques - Basic iterative and recursive sorting algorithms. Each chapter of the book concludes with a set of exercises to enable students to practice concepts covered.

Covers fundamental and advanced Java database programming techniques for beginning and experienced readers This book covers the practical considerations and applications in database programming using Java NetBeans IDE, JavaServer Pages, JavaServer Faces, and Java Beans, and comes complete with authentic examples and detailed explanations. Two data-action methods are developed and presented in this important resource. With Java Persistence API and plug-in Tools, readers are directed step by step through the entire database programming development process and will be able to design and build professional data-action projects with a few lines of code in mere minutes. The second method, runtime object, allows readers to design and build more sophisticated and practical Java database applications. Advanced and updated Java database programming techniques such as Java Enterprise Edition development kits, Enterprise Java Beans, JavaServer Pages, JavaServer Faces, Java RowSet Object, and JavaUpdatable ResultSet are also discussed and implemented with numerous example projects. Ideal for classroom and professional training use, this text also features: A detailed introduction to NetBeans Integrated Development Environment Java web-based database programming techniques (web applications and web services) More than thirty detailed, real-life sample projects analyzed via line-by-line illustrations Problems and solutions for each chapter A wealth of supplemental material available for download from the book's ftp site, including PowerPoint slides, solution manual, JSP pages, sample image files, and sample databases Coverage of two popular database systems: SQL Server 2008 and Oracle This book provides undergraduate and graduate students as well as database programmers and software engineers with the necessary tools to handle the database programming issues in the Java NetBeans environment. To obtain instructor materials please send an email to: pressbooks@ieee.org

A series of Book of Computers . The ebook version does not contain CD.

Practical Spring LDAP is your guide to developing Java-based enterprise applications using the Spring LDAP Framework. This book explains the purpose and fundamental concepts of LDAP before giving a comprehensive tour of the latest version, Spring LDAP 1.3.2. It provides a detailed treatment of LDAP controls and the new features of Spring LDAP 1.3.2 such as Object Directory Mapping and LDIF parsing. LDAP has become the de-facto standard for storing and accessing information in enterprises. Despite its widespread adoption, developers often struggle when it comes to using this technology effectively. The traditional JNDI approach has proven to be painful and has resulted in complex, less modular applications. The Spring LDAP Framework provides an ideal alternative. What you'll learn A simpler approach to

developing enterprise applications with Spring LDAPClear, working code samples with unit/integration testsAdvanced features such as transactions and connection poolingA deeper look at LDAP search and out of the box filters supplied by the frameworkNew features such as Object Directory Mapping and LDIF parsingDetailed treatment of search controls and paged result implementationHelpful tips that can save time and frustrationWho this book is for This book is ideal for anyone with Java and Spring development experience who wants to master the intricacies of Spring LDAP. Table of Contents1. Introduction to LDAP 2. Java Support for LDAP 3. Introducing Spring LDAP 4. Testing LDAP Code 5. Advanced Spring LDAP 6. Searching LDAP 7. Sorting and Paging Results 8. Object-Directory Mapping 9. LDAP Transactions 10. Odds and Ends

All set to become the one-stop resource for serious Java developers, this is the first comprehensive book to be based on released versions of the Java 1.2 Swing Set. While thorough in its treatment of the Swing set, the book avoids covering the minutia that is of no interest to programmers. John Zukowski is one of the best known figures in the Java community, and one of the most popular columnists for JavaWorld Magazine. He provides significant content for JavaSofts own web site and was the principal author of the "official" on-line Swing tutorial.

Demonstrates the advanced features of the most recent upgrade to the Java programming language, covering topics including multithreading, collections, networking, remote objects, JavaBeans, and GUI-building techniques.

Data Structures & Theory of Computation

With the entry of many global players and tie-up of Indian finance companies with multinational insurance companies, the Indian insurance sector is making rapid strides. This book provides an insight into the operational policies, practices and issues relating to the insurance business, with the latest trends in this sector. Divided into two parts and containing 21 chapters, the book has contributions from experts in their area of specialization. The first part contains an overview of insurance and its role in the services sector. It also examines the current status of development and future prospects of insurance industry in India, and proceeds to discuss factors affecting selection of life insurance products. The second part deals in details with rural, social and health insurance. It also covers the Gratuity system and Bancassurance. The book is intended as a text for postgraduate students of management (Finance specialization), and finance and professionals who have an interest in the increasingly expanding area.

The proposed book is a special practical guide to all who want to learn the Java Programming from basic without having the deep knowledge of theoretical concept. It covers an extensive syllabus designed by Rajasthan technical University and various private universities of Rajasthan. The each topic is demonstrative with more than 200 solved programming examples that are covered in the book. It has a comprehensive coverage of complicated topics like Packages, Interfaces,

Collections, Applets, AWTs, Derby Database, Swing and Calendar class with detailed description of real life problems solution. The objective questions and programming exercises of each chapter are given at the end. More than 300 questions to solve including programming exercises with 100% Practical Implementation of all the topics on Core Java Programming are covered in it. Book also has the challenging JAVA practical Questions and commonly asked interview Questions.

"Functional programming is a programming paradigm, and it's all about programming with functions! But this doesn't explain the most important aspect: how FP is different from other paradigms, and what makes it a (potentially) better way to write programs. The paradigm makes programs easier to reason with because they're deterministic, since one specific input will always give you the same output. To kick-start this learning experience, we explain the use of generic data structures in Java, along with a number of practical examples, such as implementing a Pair class, and using a generic comparator function to sort a list of generic objects with an explanation of the need for generics, followed by practical use cases. Moving on from generics to functional programming, we explain the use of generic functions in Java, along with some common usage patterns. To conclude, we discuss what functional programming is, and the benefits we can get from using it, before moving on to a couple real-life examples. We start with a simple list of data points, before using a traditional for loop to first filter, sort, manipulate, and then finally reduce the list of data points. We will then write a similar example using functional programming, providing a perfect example of some of the benefits it provides when working with data sets. This course will teach you one of the most powerful elements of the Java programming language, to help you start writing programs by coding the base functions needed and combining these functions into higher-level ones, repeating the process until you have a "single function" corresponding to the program you're building. Given their transparency, they can be reused to build other programs without any modifications, which saves time and allows you to focus on the further development of your project. From learning how to write more readable functional code, to processing discrete data sets using the stream interface and then writing your own Lambdas, this course has it all!"--Resource description page.

Learn how to develop REST-style and SOAP-based web services and clients with this quick and thorough introduction. This hands-on book delivers a clear, pragmatic approach to web services by providing an architectural overview, complete working code examples, and short yet precise instructions for compiling, deploying, and executing them. You'll learn how to write services from scratch and integrate existing services into your Java applications. With greater emphasis on REST-style services, this second edition covers HttpServlet, Restlet, and JAX-RS APIs; jQuery clients against REST-style services; and JAX-WS for SOAP-based services. Code samples include an Apache Ant script that

compiles, packages, and deploys web services. Learn differences and similarities between REST-style and SOAP-based services Program and deliver RESTful web services, using Java APIs and implementations Explore RESTful web service clients written in Java, JavaScript, and Perl Write SOAP-based web services with an emphasis on the application level Examine the handler and transport levels in SOAP-based messaging Learn wire-level security in HTTP(S), users/roles security, and WS-Security Use a Java Application Server (JAS) as an alternative to a standalone web server While Java texts are plentiful, its difficult to find one that takes a real-world approach, and encourages novice programmers to build on their Java skills through practical exercise. Written by an expert with 19 experience teaching computer programming, Java Programming Fundamentals presents object-oriented programming by employing examples taken from everyday life. Provides a foundation in object-oriented design principles and UML notation Describes common pitfalls and good programming practices Furnishes supplemental links, documents, and programs on its companion website, www.premnair.net Uses day-to-day life examples to introduce every object-oriented and programming concept Includes an extensive stand-alone chapter on GUI and event programming Contains numerous examples, self-check questions, quick review material and an extensive list of both programming and non-programming exercises The text presents object-oriented design and programming principles in a completely integrated and incremental fashion. It correlates each concept to a real-world application example and then introduces the corresponding Java language construct. The approach continues throughout the book, in that every concept is first introduced through practical examples, followed by short programming tutorials. To round out its coverage, the book provides several case studies, which illustrate various design issues and demonstrate the usefulness of techniques presented throughout the book. Using its one-of-a-kind approach, Java Programming Fundamentals demonstrates the object-oriented design techniques required to simulate actual real-life situations without compromising study of traditional programming constructs and structures.

Are you a programmer fluent in Java? It's time to take the next step! Almost 20 years after it's first version, there is a new Java with important news! Amongst the main new resources, there are the default methods, method references and lambdas. They are simple concepts, but bring important possibilities. In the book we will explore various advancements found in Java 8. Always using practical examples and presenting real usage cases, we migrate the day-to-day legacy code to the new Java 8 functional paradigm. With this triad of concepts, the API managed to evolve in an interesting manner. The `java.util.stream` and `java.util.function` packages are deeply explored, presenting simple ways to work with collections and other data structures. Streams and Collectors will be part of your routine and will become as essential as Collections and the `java.io` currently are to your applications. Lastly, we'll see how the new API `java.time` comes to change from water to wine the way how we work with dates and times.

Focuses on the little-touched but critical parts of the Java programming language that the expert programmers use. Learn about extremely

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powerful and useful programming techniques such as reflection, advanced data modeling, advanced GUI design, and advanced aspects of JDO, EJB, and XML-based web clients. This unique book reveals the true wizardry behind the complex and often mysterious Java environment--O'Reilly web site.

Aimed for programmers, offers an accelerated introduction to the 1.4 release of Java 2 Standard edition covering topics such as syntax, object-oriented features, and Java development tools.

Why learn Scala? You don't need to be a data scientist or distributed computing expert to appreciate this object-oriented functional programming language. This practical book provides a comprehensive yet approachable introduction to the language, complete with syntax diagrams, examples, and exercises. You'll start with Scala's core types and syntax before diving into higher-order functions and immutable data structures. Author Jason Swartz demonstrates why Scala's concise and expressive syntax make it an ideal language for Ruby or Python developers who want to improve their craft, while its type safety and performance ensures that it's stable and fast enough for any application. Learn about the core data types, literals, values, and variables Discover how to think and write in expressions, the foundation for Scala's syntax Write higher-order functions that accept or return other functions Become familiar with immutable data structures and easily transform them with type-safe and declarative operations Create custom infix operators to simplify existing operations or even to start your own domain-specific language Build classes that compose one or more traits for full reusability, or create new functionality by mixing them in at instantiation

A hands-on practical guide disclosing all areas of Java EE 8 development on the newest WildFly application server. Covers everything from the foundation components (EJB, Servlets, CDI, JPA) to the new technology stack defined in Java Enterprise Edition 7 hence including the new Batch API, JSON-P Api, the Concurrency API, Web Sockets, the JMS 2.0 API, the core Web services stack (JAX-WS, JAX-RS). The testing area with Arquillian framework and the Security API complete the list of topics discussed in the book.

With chapter summaries, tips, hints and warnings to highlight important information, hundreds of tested examples with line numbers for easy reference from the text, this book gives readers a complete understanding of all the functionality to be gained by using Visual J++. The CD contains source code and example programs from the book.

Java Enterprise Edition (Java EE) continues to be one of the leading Java technologies and platforms. Beginning Java EE 7 is the first tutorial book on Java EE 7. Step by step and easy to follow, this book describes many of the Java EE 7 specifications and reference implementations, and shows them in action using practical examples. This definitive book also uses the newest version of GlassFish to deploy and administer the code examples. Written by an expert member of the Java EE specification request and review board in the Java Community Process (JCP), this book contains the best information possible, from an expert's perspective on enterprise Java technologies. About the Authors C Bala Kumar is a Distinguished Member of the Technical Staff at Motorola. He chaired the industry expert group that defined the Java APIs for Bluetooth wireless technology. He currently leads the systems software team for wireless platforms in Motorola's Semiconductor Products Sector. Paul J. Kline is a Distinguished Member of the Technical Staff at Motorola and the maintenance lead for the JABWT specification. He currently works on the System Software Architecture team in Motorola's Semiconductor Products Sector. Timothy J. Thompson is a Senior Software Engineer on the System Software Architecture team in Motorola's Semiconductor Products Sector. He was the OBEX

architect on the JABWT specification team at Motorola.-

OpenGL, which has been bound in C, is a seasoned graphics library for scientists and engineers. As we know, Java is a rapidly growing language becoming the de facto standard of Computer Science learning and application development platform as many undergraduate computer science programs are adopting Java in place of C/C++. Released by Sun Microsystems in June 2003, the recent OpenGL binding with Java, JOGL, provides students, scientists, and engineers a new venue of graphics learning, research, and applications. Overview This book aims to be a shortcut to graphics theory and programming in JOGL. Specifically, it covers OpenGL programming in Java, using JOGL, along with concise computer graphics theories. It covers all graphics basics and several advanced topics without including some implementation details that are not necessary in graphics applications. It also covers some basic concepts in Java programming for C/C++ programmers. It is designed as a textbook for students who know programming basics already. It is an excellent shortcut to learn 3D graphics for scientists and engineers who understand Java programming. It is also a good reference for C/C++ graphics vi Preface programmers to learn Java and JOGL. This book is a companion to Guide to Graphics Software Tools (Springer-Verlag, New York, ISBN 0-387-95049-4), which covers a smaller graphics area with similar examples in C but has a comprehensive list of graphics software tools. Organization and Features This book concisely introduces graphics theory and programming in Java with JOGL.

Software development today is embracing functional programming (FP), whether it's for writing concurrent programs or for managing Big Data. Where does that leave Java developers? This concise book offers a pragmatic, approachable introduction to FP for Java developers or anyone who uses an object-oriented language. Dean Wampler, Java expert and author of Programming Scala (O'Reilly), shows you how to apply FP principles such as immutability, avoidance of side-effects, and higher-order functions to your Java code. Each chapter provides exercises to help you practice what you've learned. Once you grasp the benefits of functional programming, you'll discover that it improves all of the code you write. Learn basic FP principles and apply them to object-oriented programming Discover how FP is more concise and modular than OOP Get useful FP lessons for your Java type design—such as avoiding nulls Design data structures and algorithms using functional programming principles Write concurrent programs using the Actor model and software transactional memory Use functional libraries and frameworks for Java—and learn where to go next to deepen your functional programming skills

Learn to design and create video games using the Java programming language and the LibGDX software library. Working through the examples in this book, you will create 12 game prototypes in a variety of popular genres, from collection-based and shoot-em-up arcade games to side-scrolling platformers and sword-fighting adventure games. With

the flexibility provided by LibGDX, specialized genres such as card games, rhythm games, and visual novels are also covered in this book. Major updates in this edition include chapters covering advanced topics such as alternative sources of user input, procedural content generation, and advanced graphics. Appendices containing examples for game design documentation and a complete JavaDoc style listing of the extension classes developed in the book have also been added. What You Will Learn Create 12 complete video game projects Master advanced Java programming concepts, including data structures, encapsulation, inheritance, and algorithms, in the context of game development Gain practical experience with game design topics, including user interface design, gameplay balancing, and randomized content Integrate third-party components into projects, such as particle effects, tilemaps, and gamepad controllers Who This Book Is For The target audience has a desire to make video games, and an introductory level knowledge of basic Java programming. In particular, the reader need only be familiar with: variables, conditional statements, loops, and be able to write methods to accomplish simple tasks and classes to store related data.

Building on the success of Java Pitfalls (0-471-36174-7), this book provides more specific programming solutions to fifty difficult Java programming problems Shows experienced programmers how to identify and avoid weaknesses in Java and related J2EE technologies that can cause programs to go haywire Explores advanced topics including networking, XML and Java programming, and the Java Virtual Machine

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